

# Equipment

## Backpack

Qty: 1 Bedroll

Qty: 1 Crowbar

Qty: 1 Healer's Toolkit

Qty: 2 Rations

Qty: 1 Soap

Qty: 1 Waterskin

Qty: 10 Chalk

Qty: 1 Flint and Steel

Qty: 1 Magnifying Glass

Qty: 1 Rope

Qty: 5 Torch

## Main Inventory

Qty: 20 Arrows

Qty: 1 Backpack

Arrows

Item 0

No description

*PC1*

Backpack

Item 0

A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

*PC1*

Bedroll

Item 0

No description

*PC1*

Chalk

Item 0

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No description

*PC1*

Crowbar

Item 0

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When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a -2 item penalty to the Athletics check to Force Open. A levered crowbar grants you a +1 item bonus to Athletics checks to Force Open anything that can be pried open.

*PC1*

Flint and Steel

Item 0

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Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

*PC1*

Healer's Toolkit

Item 0

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This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Expanded healer's toolkits provide a +1 item bonus to such checks. If you wear your healer's toolkit, you can draw and replace them as part of the action that uses them.

*PC1*

Magnifying Glass

Item 0

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This quality handheld lens gives you a +1 item bonus to Perception checks to notice minute details of documents, fabric, and the like.

*PC1*

Rations

Item 0

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Rations for 1 week

*PC1*

Rope

Item 0

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No description

*PC1*

Soap

Item 0

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No description

*PC1*

Torch

Item 0

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A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

*PC1*

Waterskin

Item 0

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When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.

